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l31 and (interfac\$3 or menu\$1) same (constant or fix\$2)	18

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ALL	l32 and (interfac\$3 or menu\$1) same (constant or fix\$2)	0	L56
ALL	l33 and (interfac\$3 or menu\$1) same (constant or fix\$2)	1	L55
ALL	l34 and (interfac\$3 or menu\$1) same (constant or fix\$2)	0	L54
ALL	l35 and (interfac\$3 or menu\$1) same (constant or fix\$2)	1	L53
ALL	l36 and (interfac\$3 or menu\$1) same (constant or fix\$2)	0	L52
ALL	l37 and (interfac\$3 or menu\$1) same (constant or fix\$2)	1	L51
ALL	l38 and (interfac\$3 or menu\$1) same (constant or fix\$2)	0	L50
ALL	l39 and (interfac\$3 or menu\$1) same (constant or fix\$2)	0	L49
ALL	l40 and (interfac\$3 or menu\$1) same (constant or fix\$2)	0	L48
ALL	l46 and (interfac\$3 or menu\$1) same (constant or fix\$2)	0	L47
ALL	l42 and (lcd\$1 or flat near1 panel near1 display\$1 or liquid neral crystal near1 display\$1)	1	L46
ALL	l42 and sens\$3	1	L45
ALL	l33 and (motor or turntable)	0	L44
ALL	l33 and (rotat\$4 or motor or turntable)	1	L43
ALL	l36 and rotat\$4	1	L42
ALL	l36 and (turntable or motor)	0	L41

USPT	5134390.dwku.	1	L40
USPT	5189404.dwku.	1	L39
USPT	5533185.dwku.	1	L38
USPT	5774233.dwku.	1	L37
USPT	5329289.dwku.	1	L36
USPT	5434964.dwku.	1	L35
USPT	5533185.dwku.	1	L34
USPT	5774233.dwku.	1	L33
ALL	l31 and turntable	6	L32
ALL	l29 and ((display\$1) near9 (turntable\$ or rotat\$4))	345	L31
ALL	l29 and ((display\$1) same (turntable\$ or rotat\$4))	603	L30
ALL	l19 and sens\$3	1519	L29
ALL	l20 and sens\$3	1	L28
ALL	l24 and (sens\$3 near5 display\$1)	13	L27
ALL	l24 and ((angle) near5 (rotat\$4 or orient\$5))	28	L26
ALL	l24 and (angle near5 orient\$5)	19	L25
ALL	l23 and (process\$3 or cpu\$1)	68	L24
ALL	l22 and (plot\$4 or draft\$3 or art\$2 near3 work\$2 or draw\$3 near3 board\$1 or plot\$4 near3 board\$1)	91	L23
ALL	l19 and ((display\$1) near9 (turntable or rotat\$4))	818	L22
ALL	l19 and ((display\$1) near9 (turntable or rotat\$4)) same (draft\$3 or plot\$4 or art\$3 near3 work\$3 or draw\$3 near3 board)	6	L21
ALL	l19 and ((display\$1 near9 turntable) near9 (rotat\$4))	3	L20
ALL	(display\$1) near3 (orient\$5)	5706	L19
USPT	l17 and (spatial near5 orient\$7)	2	L18
USPT	l16 and (design\$3 or draft\$3 or art\$4 near5 work\$1)	191	L17
USPT	l15 and ((display\$1) near9 (multiposition\$3 or multi-position\$3 or multiorient\$7 or multi-orient\$5 or multi near1 orientat\$3 or rotat\$3)) near10 (draft\$3 or design\$3 or architect\$3 or draw\$3)	212	L16
USPT	(rotat\$4 near5 display\$1)	6760	L15
USPT	l12 and ((display\$1) near9 (multiposition\$3 or multi-position\$3 or multiorient\$7 or multi-orient\$5 or multi near1 orientat\$3 or rotat\$3)) near10 (draft\$3 or design\$3 or architect\$3 or draw\$3)	19	L14
USPT	l12 and ((sens\$3 or detect\$3) near9 (display\$3 near5 orient\$6))	15	L13
USPT	l11 and (design\$3 or draft\$3 or art\$4 near5 work\$1)	245	L12
USPT	l2 and (display\$1 near5 orient\$7)	309	L11
USPT	l6 and (display\$1 near9 orient\$7)	67	L10
USPT	l6 and ((chang\$3 near5 orient\$7) same (sens\$3 or detect\$3))	9	L9

USPT	16 and (((chang\$3 near5 orient\$7) same (sens\$3 or detect\$3)) same (art near5 work\$1 or use\$2 near3 interfac\$3))	1	L8
USPT	16 and (((chang\$3 near5 orient\$7) near9 (sens\$3 or detect\$3)) same (art near5 work\$1 or use\$2 near3 interfac\$3))	1	L7
USPT	14 and (art\$4 or draw\$4 or rotat\$3 near5 art near4 work\$1)	83	L6
USPT	14 and ((spatial near5 orient\$5) near9 (chang\$3))	2	L5
USPT	12 and (orientat\$3 near9 refer\$7)	83	L4
USPT	12 and (use\$2 near3 orientat\$3 near5 referenc\$3)	10	L3
USPT	11 and (use\$2 near3 interfac\$3)	862	L2
USPT	((display\$1) near5 (orientat\$3 or pivot\$3 or spatial\$2 near3 orientat\$3 or spatial\$2 near3 position\$4 or rotat\$3 or tilt\$3 or flip\$4))	11649	L1

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Document Number 1

Entry 1 of 1

File: USPT

Jun 30, 1998

DOCUMENT-IDENTIFIER: US 5774233 A

TITLE: Document image processing system

BSPR:

According to the present invention which attains the above object, when applied to a document image processing system including a rotatable display unit having a display screen of rectangular shape, a menu screen showing menu data according to a standard format can be displayed in an erected form as well as in a constant layout and size regardless of whether the display unit is rotated in the vertical direction or the horizontal direction, so that the user can always view a similar display (that is, the menu can be always displayed in an erected form) in each of the cases where the display unit is located in its vertically oblong state and in its horizontally oblong state.

DEPR:

In the step 5, the layout of the menu data is determined on the basis of the displayable area (having the height H_a and the width W_a) shown in FIG. 5A when the display unit 1 is rotated to its vertical position, the displayable area (having the height H_b and the width W_b) shown in FIG. 5B when the display unit 1 is rotated to its horizontal position and the width W_c and the height H_c of each of the selection items B in the selection item display area displaying the menu data. In this case, the size of the menu display area is selected to be a maximum that can be accommodated in the area having the height H_b and the width W_a . Then, all the selection items B, B, . . . to be displayed are disposed within the size of the display area determined in the manner described above, thereby determining the menu data to be displayed. The size and layout of the menu display thus determined are kept constant regardless of whether the display unit 1 is rotated to its vertical position or its horizontal position.

DEPR:

In other words, FIG. 9C shows that the horizontal display shown in FIG. 9A and the vertical display shown in FIG. 9B are superposed on each other. It will be seen in FIG. 9C that the image displayed within the hatched area having the size $H_a \times W_a$ can be displayed in the constant shape irrespective of whether the display is rotated in its horizontal direction or its vertical direction. Therefore, when the menu shown in FIG. 10A cannot be accommodated within the extent of the hatched area shown in FIG. 9C, the size of the menu is reduced as shown in FIG. 10B until the relation $W_c \leq H_a$ is satisfied. That is, after reducing the size of the image data until the major axis of the image data becomes smaller than the height of the display, the image data is stored in the image data memory means 70.

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